

CLAIM AMENDMENTS

1-7 (canceled)

8. (currently amended) Gaming equipment for table games in which playing cards are used, in particular for the game of Black Jack, including

gaming table with areas for placement of playing cards face up, ~~said areas visible and/or invisible from a plurality of players' gaming places, allowing players to play a game with live dealer,~~

card shoe for storage and distribution of playing cards drawn from it face down, the said card shoe is equipped with optical electronic sensor of playing cards' movement and with playing cards imprint value recognition unit,

monitoring system of the game run, the said monitoring system includes objects' presence on the table recognition unit configured to recognize an imprint value of playing cards placed face up on the table,

information storage system,

computer, connected to separate functional units by wire or wireless communications, the said computer is supplied with electronic data processing system programmed in accordance with the game rules, the said electronic data processing system allows to evaluate signals coming

to the first input of the electronic data processing system from the output of the playing cards imprint value recognition unit,

to the second input of the electronic data processing system from the objects' presence on the table recognition unit,

the third input of the electronic data processing system is connected to the first output of the computer,

the second output of the computer is connected to the input of the information storage system,

the first output of the electronic data processing system is connected to the first input of the computer,

the input of the computer processed data visualization device (the said data characterize the game run) is connected to the third output of the computer,

wherein the dealer's sector is additionally equipped with credit control unit and player commands visualization unit, and also monitoring system of the game run additionally contains player bet control units and player game control units, positioned in each player's sector, moreover

the outputs of player bet control units are connected to the fourth input of electronic data processing system,

the outputs of player game control units are connected to the fifth input of electronic data processing system,

the output of credit control unit is connected to the sixth input of electronic data processing system,

the input of credit control unit is connected to the second output of electronic data processing system,

the input of players' commands visualization unit is connected to the third output of electronic data processing system,

the inputs of player bet control units are connected to the fourth output of electronic data processing system,

the inputs of player game control units are connected to the fifth output of electronic data processing system.

9. (previously presented) Gaming equipment as in claim 8, wherein the credit control unit and players' commands visualization unit, as well as each player game control unit and each player bet control unit are implemented as sensory displays, each comprising a touch sensitive panel, the said panel contains one or more zones for entering control commands, and/or liquid-crystal active color matrix, the said matrix contains one or more zones for displaying information about the game run, moreover the output of each unit's touch sensitive panel is connected via corresponding controller to the output of the corresponding unit and the input of each unit's liquid-crystal

active color matrix is connected via corresponding controller to the input of the corresponding unit.

10. (previously presented) Gaming equipment as in claim 8, wherein each player bet control unit contains zones for entering operating commands "credit purchase", "credit sale", "bet" as well as numerical board, numerical indicator of players' places and zone for displaying information about the game run.

11. (previously presented) Gaming equipment as in claim 8, wherein each player game control unit contains zones for entering operating commands "hit", "split", "double down", "insurance (yes,no)" , "stop" as well as zone for displaying information about the game run, said information including values of cards obtained from playing card imprint value recognition unit and object's presence on the table recognition unit.

12. (previously presented) Gaming equipment as in claim 8, wherein the credit control unit contains zones for entering operating commands, the said zones are presented as numerical board and numerical indicator of players' places, moreover zones "bet" and "credit" for displaying information about the game run are situated opposite each player's place number, each said zone "credit" is divided in three parts: "credit value", "purchase", "sale".

13. (previously presented) Gaming equipment as in claim 8, wherein the players' commands visualization unit contains zone for entering operating commands, the said zone is presented as numerical indicator of players' places, moreover zone for displaying information about the game run is situated opposite each player's place number, said information including values of cards obtained from playing card imprint value recognition unit and object's presence on the table recognition unit.

14. (previously presented) Gaming equipment as in claim 8, wherein the dealer's sector is additionally supplied with optical electronic sensor, the output of the said sensor is connected to the seventh input of the electronic data processing system.

15. (previously presented) Gaming equipment as in claim 8, wherein said areas for placement of playing cards face up are visible from a plurality of players' gaming places.

16. (previously presented) gaming equipment as in claim 15, wherein said areas for placement of playing cards face up are invisible from at least one player's gaming place, whereby the equipment allows a player at said at least one player's gaming place to play a game with a live dealer.

17. (previously presented) A method of playing a card game which allows a plurality of players positioned respectively at a plurality of gaming places to play with a live dealer, said method comprising:

automatically recognizing the values of cards being drawn from a card shoe, transmitting information about recognized card values respectively to the dealer and the players accordingly to the rules of the game,

placing the cards face up on a gaming table in designated areas,

automatically recognizing the values of cards placed on the gaming table, transmitting information about said recognized card values respectively to the dealer and the players according to the rules of the game,

thereby enabling the dealer and players to make decisions during the game run.

18. (previously presented) a method as in claim 17 wherein said areas are visible from said plurality of gaming places.

19. (previously presented) a method as in claim 18, wherein said areas are invisible from at least one of said plurality of gaming places, whereby the method allows a player at said at least one gaming place to play a game with a live dealer.